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Title: The Mages of Shame

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### Dungeon Shame

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It has come to our attention that a rogue group of mages have embedded themselves within the very depths of the dungeon Shame itself. Inside, they have taken to their magics to manipulate the very elements around them as guardians. We must stop them before this abuse goes too far...To do this, our superiors have dispatched us, the Border Legion, to take care of this nuisance. With the Arcande Division's assistance in investigation of the magics causing this, the defense of Sanctus will be left to the Paladin division. Wielding the light as they do, we can safely assume that it will be in good hands for the time being.

### Quest #1

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The mage's magics, after having spread to the very top of the dungeon of Shame, is where they are its weakest. Once upon the first floor of this dungeons, your quest is to acquire 250 patches of fertile dirt from the earth elementals. Afterwards, you are to also collect 25 potions of scorpion venom. It is

believed that the scorpion's potency is of lesser danger, so keep an eye out for them. With these materials, we can draw clues to the mage's true intentions of their scheme!

#### Quest #2

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Ancient windtunnels of old have begun to circulate once more in depths of Shame. Due to this, the mages have conjured up yet another horde of guardians to prevent any oncomers from pursuing them. They have created air elementals and water elementals to hold the grounds, as well as elementals of dull copper, one of the toughest ores of Sosaria. Knowing this, we must find a way to pull through this area with extract more material to deduct the mages' intentions.

Therefore, we must destroy their pawns and extract 50 spell scrolls, and a good weight of 500 stones of the ore from the dull copper elementals. In doing this, our mages of the Arcane Division may use their magics and investigate the material. After this, we may cross over and enter deeper into the bowels of this problem.

#### Quest #3

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Scouts report that the mages' are now aware of our presence, and have devised new means of defense as their lords descend to the final level. Here in the 3rd floor of Shame, they have taken

refuge within two  
ancient towers. Also, they  
have conjured all the  
creatures we have already  
faced, as well as the  
very vile element of  
poison to halt our  
progress. If we are to  
destroy these mages  
without ambush from the  
other tower, we must  
split up into two teams  
and attack. Before we  
may make our final  
descent into the very  
innermost core of Shame  
itself, we must collect  
the poison elemental's  
nightshade that holds  
their very figure. We are  
to collect 40 patches,  
and kill the lord from  
each tower. We also  
received word of an  
undercover mage by the  
name of Keklar. He is  
not to be harmed, for he  
is undercover and will be  
telling us the location of  
the leader.

#### Quest #4

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Keklar has provided us  
with vital information!  
Through his investigations,  
he has learned and told  
us that the leader of  
the mages has killed  
himself! Through his  
corrupt misuse of druidic  
magics, he summoned the  
elements for his own  
evil whims. Now he has  
used the last of his  
magics to turn the very  
blood within him into  
elementals of their own.  
We must destroy these  
elementals at all cost  
before they reach the  
surface, and dispatch all  
5 parts of his entity  
before our mission is  
complete.